



LoL Greek League
Official Rules

2019

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Introduction and Purpose

These Official Rules (“**Rules**”) of the LoL Greek League (“**LGL**”) apply to each of the teams who have qualified to play in the LGL in 2019, as well as their head coach, managers, owners, starters, substitute players (collectively “**Team Members**”), and other employees. Each season consists of three phases (a) a regular season, (b) playoffs, which will be at the conclusion of the regular season, and (c) a promotion/relegation tournament. These Rules apply only to official LGL play and not to other competitions.

Fortuna Esports d.o.o., has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in LGL competitive play.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

1. Representation & Eligibility

To be eligible to compete in LoL Greek League (“ERL”), each Player must satisfy all of the following:

1.1. Age

- 1.1.1. No player shall be considered eligible to participate in any ERL or EM Match before having lived 16 full years. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in an ERL.

1.2. Representation and Residency

- 1.2.1. ERL Teams will be required to have a minimum of three Locally-Trained Representatives (LTR) on their starting lineup at all times.

- 1.2.1.1. Locally-Trained Representatives (LTR) are defined as players who have fulfilled one or more of the following criteria:

- 1.2.1.2. The player has legally resided and been primarily present in the competitive area of the ERL for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the application tournament.

- 1.2.1.3. The player has played the majority of applicable matches in an ERL in no less than two of the last three ERL splits immediately prior to their participation in the first game of the application tournament. Additionally, a split will count towards the LTR requirement for a player who has been on an ERL Team’s Roster for the majority of the split, even if the player has not been actively participating in the respective ERL, as long as they have not been participating in any other ERL.

- 1.2.2. A player may only be an LTR of a single ERL at any point in time. A player will be not be considered a representative until they have declared themselves as an LTR to the respective ERL.

- 1.2.3. Players may prove their LTR status by submitting documentary evidence of eligibility to the ERL.

- 1.2.3.1. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical

records & employment records).

Minors may also have a parent or guardian prove LTR status on their behalf by first, providing documentary evidence of the parent-/guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.2.4. Players who have played in an ERL in 2018 and have not claimed LTR status in any ERL may claim LTR status for the ERL they participated in most recently.

1.2.5. Players may claim LTR status if they have been legally residing and been primarily present in the ERL's competitive area for at least 36 months after their 13th birthday, defined as having lived 13 full years.

If a Player can prove they have not claimed LTR status in any ERL in the past and cannot currently claim LTR status for any ERL using the clauses above, the ERL may grant LTR status to the player at their sole discretion.

1.2.6. In order for a team to participate in an ERL, a maximum of two players can be non-EU-residents, as defined by their IMP status, with EU defined as Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France,, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Ukraine, United Kingdom (UK), Vatican City (Holy See). Additionally, teams may have a maximum of two players on their roster that are not residents within the host country/countries of the respective ERL.

1.2.6.1.1. For 2019 the following residency rules will still be applicable as an alternative to the representation regulations outlined in section 1.2:

1.2.7. At least three out of the five players on the starting Line-up of a Team are required to be Residents of Europe, including all substitutes associated with their Team. Europe is defined above in rule 1.2.7.

1.2.8. Players in an ERL must be able to prove current Residency within the host country/countries of the respective LoL Greek League and within the EU competitive region. A team may have a maximum of two players who are not

current Residents within the host country/countries of the respective LoL Greek League.

1.3. Work Eligibility & Player Contracts

1.3.1. Players must prove that they are work-eligible in their respective jurisdiction and/or ERL host country/countries.

1.3.2. For EU states this requirement means the following:

1.3.2.1. For EU citizens, they must provide a photo or copy of their passport or state issued identity card.

1.3.2.2. For EEA, ensure no additional visas are required.

1.3.3. For non-EU citizens a valid visa with work eligibility is required.

1.3.4. Teams are allowed to contract their Team Members. If they choose to do so, their contract length cannot be longer than two years and the contract needs to end on one of the following Free Agency Openings:

November 19, 2019 at 00:00 UTC

November 17, 2020 at 00:00 UTC

November 16, 2021 at 00:00 UTC

1.3.4.1. Players that are contracted to an LEC Team operating in an ERL that has not attained Semi-Professional status are exempt from this requirement.

1.3.5. For Semi-Professional Teams:

1.3.5.1. All players must be employed under their respective legal jurisdiction.

1.3.5.2. Player contracts may not include any of the following:

1.3.5.2.1. Non-compete clauses preventing players from joining other teams after their contract has ended.

1.3.5.2.2. Right of first refusal clauses, allowing the players current team to match an offer from a new team and thus forcing the player to remain, regardless of the players desire.

1.3.5.2.3. Automatic renewal by silence clauses. Players must agree to any contractual extensions or new agreements with the team.

- 1.3.5.2.4. Contract length over 2 years.
- 1.3.5.3. Player contracts must include the following:
 - 1.3.5.3.1. An option for the player to terminate in the following cases:
 - 1.3.5.3.2. The team is removed from the ERL.
 - 1.3.5.3.3. The player is removed from the roster. (Please note, getting removed from the starting lineup does not trigger this.)
 - 1.3.5.3.4. An exemption to confidentiality (for the purpose of providing a contract outline to the league).
 - 1.3.5.3.5. End dates that align with the Global Contract Window stipulated end dates. E.g 19th Nov 2018, 18th Nov 2019, 16th Nov 2020.

1.4. Player & Team Eligibility

- 1.4.1. All Players may only compete in one ERL at a time. If a player has participated in more than:
 - 1.4.1.1. For League formats - 50% of the matches in an ERL regular split
 - 1.4.1.2. For Tournament/Circuit formats - 50% of the tournaments in the circuit
 - 1.4.1.2.1.1.1. They will be considered locked into that League.
Players that are locked into a League may transfer freely in between splits.
- 1.4.2. If a player has played more than 50% of eligible regular season games in a professional league in at least two out of the last three completed splits, then they will be considered a “Veteran” player. An ERL active roster and starting lineup cannot include more than two Veteran players at a time.
- 1.4.3. A Player who has played more than 90% of Regular Season Games in the LEC will not be eligible to participate in the ERL Play-offs or European Masters

- 1.4.4. Current starters in any premier regional league, as defined by their ability to qualify for the World Championship Event (LEC, LCK, LPL, LMS etc.), are strictly forbidden from engaging in an ERL.

1.5. No Riot or ERL Employees

- 1.5.1. Team Owners and Team employees may not be employees of Riot Games Inc. ("RGI"), League of Legends eSports Federation LLC or Fortuna Esports or any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control with, the named Riot and/or ERL entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Payments to Teams and Players; Prizes

2.1 Team Fees

Each team that has qualified to compete in the 2019 Season shall receive compensation from the LGL corresponding to their final placement.

2.2 Event Prizes

During the playoffs at the end of the season, teams shall have the opportunity to earn prize money based on their level of performance in those events.

Position:	Prize:
#1	2500€
#2	1000€
#3 - #4	750€
#5 - #8	0€

3. Team Ownership and Roster Rules

3.1 Team Ownership Restriction

When a team qualifies from the Promotional Tournament, the LGL will recognize the ownership that was established by the team in the Promotional Tournament. No Team Owner may directly or indirectly own more than one team in LGL.

For the purpose of this rule set, a team is considered to be “Professional” upon winning the match to qualify into said highest division or tier. If an Owner or Affiliate of Owner is found to have ownership or any level of influence in another team, he/she will be required to immediately divest said interest in one of the two teams and may be subject to punishment by the LGL.

The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the LGL. Any person that petitions for ownership into the LGL can be denied admission if they are found to have not acted with the professionalism sought by the LGL. Someone seeking admission into the LGL must meet the highest standards of character and integrity. Candidates who have violated this rule set or attempted to act against the spirit of these rules, even if not formally contracted to the rule set, can be denied admission into the LGL. Team Owner agrees that it will not contest any final determination of the League in connection therewith.

Changes in Ownership and Sponsors with naming rights may only occur if approved by LGL. Changes in team apparel, logo, name and any other rebrands will be implemented within a reasonable amount of time into LGL.

If a change in Ownership or Sponsors with naming right occurs, Team are required to submit within one week:

- Logo;
- Player pictures in new team apparel;
- Name of the team;

3.2 Roster Requirements

Each team is required to maintain, at all times during the LGL five players in the starting lineup ("**Starters**"), a minimum of one substitute, and a maximum of five substitute players ("**Substitutes**"). For the avoidance of doubt, Starters and Substitutes are subject to the same roster eligibility requirements.

If the team has 2 non-residents in their starting line-up and a non-resident as a substitute player, the team is required to have an additional resident substitute.

No team shall be permitted to play a game with more than 2 non-residents in their starting lineup.

The LGL Roster will be displayed on [ChallengerMode](#). The LGL Roster on the website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The LGL Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of LGL officials.

A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of more than one team in LGL. An LGL player can only be contracted to one LGL team and if he or she currently has a contract with a team in another region he or she must disclose that information. To verify that these players are officially under contract, each team must submit the Summary Sheet from the Player Services Agreement ("**Summary Sheet**") for each player they wish to designate as under contract. For the avoidance of doubt, the Summary Sheet is itself not a Player Services Agreement but rather a summary of some key terms of the Player Services Agreement needed by the league to verify eligibility and confirm agreement by player and team.

3.3 Roster Submission

At a time designated by LGL officials before the start of each season, each team must submit their roster to the LGL, professional photographs and other documentation necessary to establish eligibility for each member at that time. In the event that a Team elects to modify the Roster, the Team must submit requests in compliance with Section 4.

3.4 Substitutions

Requests to modify a starting lineup for the team's first games on a regular season week may not be submitted any later than six hours prior to the start of that broadcast and/or webcast.

LGL shall make available to each team playing a match the roster of their opponent as follows: (i) For teams playing in the first match of the day, rosters will be made available two hours prior to broadcast; (ii) For teams playing in any subsequent match, rosters will be made available at the completion of the first game of the immediately preceding match. For example, if two matches are scheduled with the first match starting at 3 pm, teams involved in the first match will have their opponent's roster information made available at 2 pm. Teams involved in the later match will have their opponent's roster information made available to them when match concludes. A team may substitute a player within a match. The team must notify an LGL official and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus. For example, if a team wishes to substitute a player in for game 2, then the coach must notify an LGL official no later than 5 minutes following game 1.

A team will be allowed a roster of 6 eligible players for the playoffs barring any extenuating circumstances. The 6 players will be locked with the conclusion of the regular season matches.

3.5 Team Names, Team Tags, and Player Names

Teams will be permitted a tag of 2-4 characters to be added to the front of each player's Summoner Name on the live service or tournament realm. These tags must be upper-case letters or numbers 0-9 only. Team tags must be unique within the League.

Summoner Names may include upper-case letters, lower-case letters, numbers 0- 9, underscores, or single spaces between words only. Summoner Names must not exceed 12 (11 if the tag is 4 characters long) characters including spaces. No additional special characters will be allowed for team names, Summoner Names, or tags. Summoner Names and Team Names may not contain: vulgarities or obscenities; LoL champion derivatives

or other similar character names; or derivatives of products or services that may create confusion. Summoner names must be unique globally, so a player cannot share a Summoner Name with a professional player from any region.

All Team Tags, Team Names, and Summoner Names must be approved by LGL officials in advance of use in play. Name changes are not allowed except under certain extenuating circumstances, but must be approved by LGL officials prior to use in an LGL game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first regional LGL game of the week. LGL officials have the ability to deny a team name if it does not reflect the professional standards sought by the LGL and the team will be required to change their name.

3.6 Sponsorships

An LGL team has the ability to acquire sponsors throughout the LGL. Sponsorship acquisition is unrestricted except by the prohibited list within these rules and the team agreement. The LGL officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsors:

- Any video game, video game console, or video game developer or publisher;
- Prescription or non-“over-the-counter” drugs;
- Firearms, handguns, ammunition, or peripherals;
- Pornography or pornographic products;
- Tobacco, tobacco products, or paraphernalia;
- Alcohol products (including non-alcoholic beverages marketed by alcohol companies), or other intoxicants the sale or use of which is regulated by law;
- Sellers or marketplaces of virtual items known to be counterfeit or illegal sellers thereof, or who are otherwise in breach of the LoL Game Terms of Use;
- Businesses engaged in gambling, wagering, bookmaking, or sports or esports betting, including fantasy sports or esports;
- Political campaigns or political action committees;
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable);
- Cryptocurrencies or other unregulated financial instruments and markets;
- Other categories as may be provided by RGL (and/or designated Riot Entity);

3.7. Player Photos

Each team has to submit at least one front facing photograph of each player.
Teams playing with at least one player without an approved photograph will face a penalty equal to 3% of their end-of-season winnings for each game played.

4. Active and Reserve Roster Changes

LGL teams are authorized to make changes to its Starting Roster and Substitute Roster:

- signing (or releasing) free agents;

All substitutions shall be made subject to the requirements of Section 1.2.

General Roster Change Rules

No Contract Violations. Any change to the LGL Roster which violates any provision of a Player Services Agreement shall be ineffective, and any team seeking a change to the LGL Roster shall have the responsibility to ensure that all proper approvals are sought and procured before the change would be considered to take effect.

Full Roster Requirement. No change to the LGL Roster shall relieve an LGL team of the requirement to maintain a Minimum Viable Roster during the Regular Season. At any point if a team falls below six players on its Roster, they will be subject to penalties.

Scope of Policy. This Section is intended only to govern LGL Roster changes submitted by teams and does not address mandatory player substitutions which may be required by LGL as a result of the death or disability of an LGL player or the suspension or banning of a player by LGL as a result of the violation of these Rules.

Effect of Removal from LGL Roster. Any player who is released from a team's Starting and Substitute Roster may terminate his or her Player Services Agreement.

Player Acquisition Restriction. Any player who leaves or is removed from an LGL Roster (for any reason) may not re-join that LGL Roster as a result of free agent signing until a minimum of at least two game (2) weeks have elapsed following the effective date of the transaction that resulted in their most recent removal from the Starting Roster unless granted a hardship exemption at league discretion. A game week is defined as a week in which LGL matches are being played.

Change Submission Deadline. If a team wishes to (i) add a

player to its roster (whether as a Starter or Substitute) through a free agency signing, that addition or promotion must be declared to an LGL official more than 72 hours before the match where the player would be utilized. Additions to a team's roster or promotions from the Reserve Roster to the Active Roster less than 72 hours before a match are permitted, but the player will be ineligible for any such match.

LGL Approval. LGL officials reserve the right to approve or deny any request to add or remove a player from a team's roster based upon the eligibility of the player(s) involved and the request's compliance with the Rules.

Effective Date. Upon approval by LGL, a free agent signing or contract termination will be considered effective immediately as an addition to the Active Roster.

Competitive Disclosures. The LGL reserves the right to notify the participants in any match within 72 hours of the start of that match, the details of any roster change request has been submitted to LGL that would affect that match, to the extent such roster change has not been publicly announced. This rule is intended for situations where a transaction is timely submitted to LGL but is pending approval, or is the subject of a request by the submitting team to allow the team to announce the changes on a reasonable schedule.

Roster Change Timing.

Rosters can be changed at any time, with an exception of playoff series matches.

Each team will have to submit their final roster for the playoffs no later than Friday, March 26th 2019 16:00 CET.

No Team Transfers within LGL

If a player was listed on any of the LGL's team rosters, Starter or Substitute, he will not be able to sign or play for any other LGL team during the current season.

Free Agent Signings.

The provisions on free agency in these Rules are designed to promote team continuity, prevent last-minute roster changes which damage team identity and cohesion, protect LGL tournament integrity, and enhance fan enjoyment of LGL tournament play. To that end, LGL has established limited periods of time or windows during which free agents can be signed. An LGL team may sign free agents as follows:

Free Agent ("FA"). A Free Agent is any player eligible to participate in the LGL and either: (a) has not yet signed a valid written Player Agreement with an LGL team. Free Agents are free to sign with any LGL team, so long as they continue to meet all LGL eligibility requirements.

LGL Approval. Free agent signing requests must be submitted by a team in advance, in writing, and approved by LGL, in writing, before becoming effective. The free agent signing approval process consists of LGL confirming that the signings are occurring within the approved window and that all eligibility and other Rules have been observed. League approval will include a behavior check that can include in-game and out of game behavior. Free agent signings must be made using the Player Form and include the following information:

- Correctly filled out player form;
- Proof of regional eligibility;
- Professional photograph in team's apparel;

Roster Continuity

An ERL Team must retain at least three players from the active roster that played in their respective ERL Finals in order to claim any slot in the European Masters event.

In the case of multiple claimants, tiebreaker rules from the EM Rulebook will be employed.

Roster Requirements

Each Team is required to maintain, at all time during the ERL, six players in the starting lineup.

ERL Teams can have a maximum of ten players on their active roster. The active roster is made up of the starting lineup and substitute roster combined.

A Player will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team.

A Player cannot have a contractual or financial arrangement with another Team participating in any ERL unless explicitly allowed by ERL officials in writing.

All Players on a Team's Roster must have held a peak rating of Diamond 3 or above in 5v5 Summoner's Rift Ranked Solo/Duo or Ranked Flex within the last year.

In the case of extenuating circumstances, such as temporary visa issues or a competitive suspension, the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the ERL officials.

For Semi-Professional Teams:

All Player and Coach Summoner names must be globally unique and may not create confusion with any currently used Professional and Semi-professional player or coach Summoner name from any region. Any player or coach that changes his/her Summoner name shall lose ownership of the Summoner name that is being abandoned.

Team tri-codes must be globally unique from any other team tri-code currently in use by any other Professional or Semi-professional team. Any team that changes its team tri-code shall lose ownership of the team tri-code that is being abandoned.

Free Agents & Free Agency

Semi-Professional Teams will be required to honor the Global Contract Window and Free Agency period.

	Free Agent Signing Opening (00:00:00 UTC)	Free Agent Signing Deadline (16:00:00 UTC)
Spring Split	November 20th, 2018	March 11th, 2019
Summer Split	May 6th, 2019	August 5th, 2019

A Free Agent is a Player eligible to participate in an ERL and who either has not yet signed a valid written Player Agreement with a Team or has been released from a Team or has had a contract expire without renewal.

For Semi-Professional Teams:

In order to have a player registered in the Global Contract Database, each Team must submit the relevant documentation to an ERL Official. ERL Officials will then complete the GCD Entry form and submit it to LEC Officials in order to have the player added.

An intended acquisition must be declared to League Officials at least 72 hours before the Team wants the Player to be added to the Roster.

Head Coaches or Players who have participated in any aspect of a Professional or Semi-Professional League in the most recent Split cannot enter into any new oral or verbal commitment, financial arrangement, or contractual arrangement after the Summer Split Free Agency Signing Deadline closes and before the Global Contract Window opens with any Organization owning a Professional or Semi-Professional Team if that commitment extends past the Global Contract Window, or otherwise impacts the Player's status as a Free Agent once the Global Contract Window opens.

No official ERL Match may occur between the start of Free Agency and January 1st of the following year.

5. Player Equipment

5.1 LGL-Provided Equipment

LGL officials will provide, and LGL players will exclusively use, equipment in the following categories to LGL players for all official LGL LAN matches:

- PC & Monitor
- Noise canceling equipment
- Table and Chair

5.2 Player-Owned or Team-Owned Equipment

Players are expected to provide equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official LGL on-site matches:

- PC Keyboards
- PC Mice
- PC Mousepads
- PC Headphones / earbuds

All player-owned or team-owned equipment must be submitted to LGL officials in advance for approval. Approved equipment will remain onsite with LGL officials and will only be accessible before the match. Unapproved equipment or equipment that is suspected by LGL officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use LGL-provided equipment instead.

At their discretion, LGL officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

5.3 Replacement of Equipment

If equipment or technical problems are suspected by LGL officials at any time, a player or LGL official may request a technical review of the situation. An LGL technician will diagnose and troubleshoot problems, as needed. Technicians may request that LGL officials order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of LGL. If a player wishes to use personal replacement equipment, the player must use equipment which has been preapproved by LGL officials otherwise they will be provided replacement equipment by the LGL officials.

5.4 Player and Coach Apparel

Players must wear official team uniforms during all LGL matches and pre-match and post-match interviews by the LGL. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any LGL event or appearance. All starting players must wear matching apparel during the game. The matching apparel includes shirts, jerseys, and pants. Jerseys worn must be the designated jerseys set forth by the league policy. No apparel may be worn over jersey on stage. Hoodies and jackets may not be worn over or under the jerseys. Long-sleeved shirts of cotton or athletic material may be worn underneath the Team Jerseys, but no sponsor logos will be allowed on this attire. The under-jersey apparel does not need to be the same, however they must be either team colors or a neutral color.

For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will generally not be considered appropriate attire. Athletic pants may be approved on a case-by-case basis, but require explicit official approval prior to use. Jerseys and all other apparel worn during such

times are subject to the restrictions set forth in

Section 10 below, and are subject to the review and discretion of LGL officials. LGL officials will have final approval over all apparel.

Coaches must wear, at a minimum, business casual attire while at the studio. Business casual does not include: athletic wear, sneakers, team branded apparel, etc.

5.5 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by LGL. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers he must first ask an LGL official.

Voice Chat. Voice chat will be specified by LGL. Use of third-party voice chat software (e.g., Skype) is not permitted. LGL officials may monitor a team's audio at the discretion of LGL. LGL may record and broadcast parts of team's audio at the discretion of LGL.

If instructed by the LGL officials, teams will use the predetermined voice communication software and server during online play.

LGL may record and broadcast parts of team's audio at the discretion of LGL.

Social Media and Communication. It is prohibited to use LGL computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

Non-Essential Equipment. It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players, to LGL computers, for any reason.

5.6 Client Accounts

Players will have live service and Tournament Realm (for the playoffs) accounts provided for them by LGL. It is the players' responsibility to configure their account to their preferences. The account's Summoner Name must be set only to the player's official tournament handle, as approved by LGL.

5.7 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. LGL officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

5.8 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from an LGL official.

6. Venue, Competition Area Layout, and Schedule

6.1 General Venue Access

Access for LGL teams to the restricted areas of venues for official LGL matches is restricted to Team Members only, unless otherwise approved, in advance, by LGL. Permission to attend LGL matches is solely at the discretion of LGL.

6.2 Match Area

The “match area” is comprised of the area immediately surrounding any competition PCs used during match play. During match play, presence of Team Members in the match area is restricted solely to the Starters of the teams in play.

Team Managers. Managers may be in the match area during the match prep process, but must leave prior to the pick/ban phase and may not return until after the end of the match.

Coaches may be in the match area during the match prep process and the pick/ban phase, but must leave prior to start of the game and may not return until after the end of the match.

Wireless Devices. Wireless devices, including mobile phones and tablets, are not allowed in the match area while the players are involved in active play, including during pick/ban phase, pauses, remakes, and between games of multi-game matches. LGL officials will collect such devices from players in the match area and return them after the end of the match.

Food and Drink Restrictions. No food is allowed in the match areas. Drinks are permitted in the match area only if approved by LGL.

6.3 Warm-up Area

If available, the warm-up area (which also may be referred to as a “Green Room”) will contain PCs designated by LGL specifically for players to practice on before their official matches begin. The warm-up area is reserved for Team Members only and access will be provided by LGL officials at their discretion.

6.4 Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by LGL

officials from time to time, designed to allow players to relax and socialize in locations separate from the match area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by LGL officials.

7. League Structure

7.1 Definition of Terms

- 7.1.1 Game.** An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a nexus), (b) Team Surrender, (c) Team Forfeit, or (d) Awarded Game Victory (See Section 9.5).
- 7.1.2 Match.** A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three ("best of three"); winning three games out of five ("best of five")). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.
- 7.1.3 Season.** Scheduled league play that will occur over an approximately two-month period of time. The 2019 Season will consist of three phases: (a) Regular Season, (b) Playoffs and Finals, which will occur at the conclusion of the Regular Season, and (c) a Promotion Tournament.

7.2 Schedule

7.1.2.1 2019 Spring Regular Season (March 4 ~ March 25)

7.1.2.2 2019 Spring Playoffs (April 6 ~ April 7)

7.3 Phase Details

- 7.3.1 Regular Season.** This phase consists of eight teams, each playing 14 matches per split, in a league format against opponents within their region. Each team will face each of their opponents twice per season. Sides will be predetermined. Teams may play a disproportionate amount of times on each side. During Best-of-3 or Best-of-5 matches, side selection will be determined by higher/lower seeds or by a coin toss. Third or fifth game will reflect the first game of the match in regards to side selection.

up. Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found at [ChallengerMode](#)

7.3.2 Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion Regular Season (as defined as having the same match winning percentage), then any teams so tied will be seeded by head-to-head record.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record against all other teams in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), and a new tiebreaker is declared amongst the remaining teams (i.e. head-to-head record between the remaining teams).

If no team in a tiebreaker holds a winning record against all other teams, then winning percentage based on total games will be used. If teams are still tied after winning percentage based on total games is taken into consideration, then the following structures will be used:

7.3.3 Three-way tie: The three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.

7.3.4 Four-way tie: The teams will be randomly drawn into a single-elimination bracket. The winning teams will play a final match, determining the 1st and the 2nd seed, while the losing teams will play the 3rd place match to determine seeding if it has any implications to the final standings.

7.3.5 Five-way tie: The teams will be randomly drawn into a single-elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd-place match to determine seeding.

7.3.6 Six-way tie: The teams will be randomly drawn into a single-elimination bracket, where two teams have byes into the semi-finals. The tournament will require a 3rd-place match and 5th-place match to determine seeding.

7.3.7 Seven-way tie: The teams will be randomly drawn into a single-elimination bracket, where one team has a bye into the semi-finals. The tournament will require a 3rd-place match and loser's bracket to determine seeding.

7.3.8 Eight-way tie: The teams will be randomly drawn into a single-elimination bracket. The tournament will require a 3rd-place match and loser's bracket (including 7th-place match) to determine seeding.

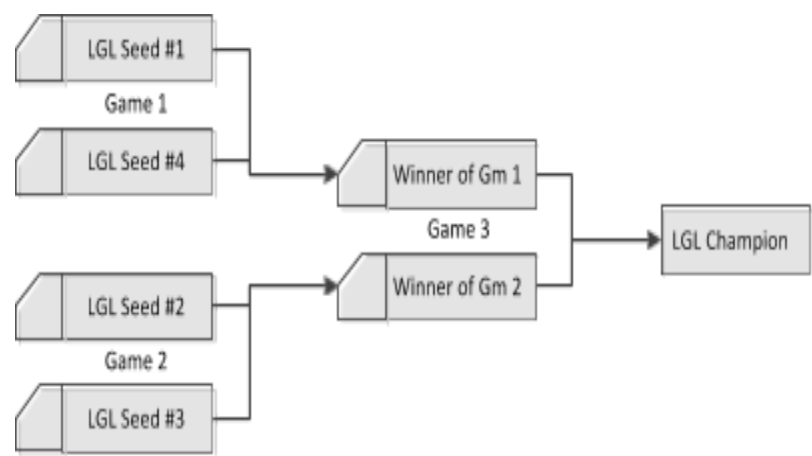
Side selection for all tiebreaker games will be determined by a coin flip.

7.3.11 Playoffs. This phase consists of a two-round single-elimination tournament among the top four (4) teams from the Regular Season split, seeded according to their Regular Season rank. Matchups will be seeded in the Semifinal Round so that the #1 Seed will face the lowest remaining seed and the #2 Seed will face the highest remaining seed. The 1st- through 6th-place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Prizes will be awarded to the top finishers (see Section 2.3). Each round will consist of best-of-three (Bo3) matches, apart from the final series which will be a best-of-five match (Bo5).

League End-of-Split Standings



Example Split Playoff Bracket – LGL			
	Semifinals – Bo3	Finals – Bo5	Champion



8. Match Process

8.1 Changes to Schedule

LGL may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of an LGL match to a different date or otherwise modify the schedule of matches. In the event that LGL modifies a match schedule, LGL will notify all teams at the earliest convenience.

8.2 Match start times

Participating teams must finish their setup before the first match of the day, according to the LGL schedule, including any pending roster changes from their substitute roster.

Teams must be ready to start the game 10 minutes after the schedule match start time.

If a team is late for more than 10 minutes, they will be given a default loss.

If a team **forfeits** one match during regular season, they will be subject to a financial penalty equal to 15% of their end-of-season winnings.

If a team **forfeits** two matches during regular season, team will be subject to a financial penalty equal to 50% of their end-of-season winnings.

If a team **forfeits** three matches during regular season, team will be subject to financial penalties equal to 100% of their end-of-season winnings and will face possible disqualification.

8.3 Role of Referees

Responsibilities. Referees are LGL officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

8.3.1.1 Checking the team's lineup before a match.

8.3.1.2 Checking and monitoring player peripherals and match areas.

8.3.1.3 Announcing the beginning of the match.

8.3.1.4 Ordering pause/resume during play.

8.3.1.5 Issuing penalties in response to Rule violations during the match.

8.3.1.6 Confirming the end of the match and its results.

Referee Comportment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, coach, owner, or other individual.

Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. LGL officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, LGL officials reserve the right to potentially invalidate the referee's decision. LGL officials will always maintain final say in all decisions set forth throughout the LGL.

Gambling Prohibition. All rules prohibiting gambling on LoL, as found below in Section 10, shall apply to referees without limitation.

8.4 Competitive Patch & Tournament Realm

The 2019 Season will be played on the current patch available on the Live Service. Changes to the competitive patch will be at the discretion of the LGL.

Champions who have not been available on the live service for more than 1 week will be automatically restricted. Champions that have undergone reworks will be subject to LGL discretion.

Example: Champion A was released March 1, 2019, so Champion A becomes eligible to be used in all LGL matches on March 8, 2019.

In case of widespread EU NE live service instability, all matches will be played on EU West Public League of Legends server.

Playoff matches will be played on Tournament Realm. LGL will notify the teams at least 10 days before the start of the playoffs which competitive patch will be used for the playoffs. As a general guideline, the latest patch that will be used is a patch that had at least 7 days of testing time on the live service.

8.5 Pre-Match Setup

8.5.1 Setup Time. Players will have designated blocks of time prior to their match time to ensure they are fully prepared. LGL officials will inform players and teams of their scheduled setup time and duration as part of their match schedule. LGL officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site LGL official or referee and accompaniment by another LGL official. Setup is comprised of the following:

8.5.1.1 Ensuring the quality of all LGL-provided equipment.

8.5.1.2 Connecting and calibrating peripherals.

8.5.1.3 Ensuring proper function of voice chat system.

8.5.1.4 Setting up rune and mastery pages.

8.5.1.5 Adjusting in-game settings.

8.5.1.6 Limited in-game warm-up.

Seating Order. Players must sit in the order in which they will join the lobby: Top, Jungle, Mid, ADC, Support. This order should be considered from the vantage point of a viewer standing in front of the players, and read from left-to-right.

Technical Failure of Equipment. If a player encounters any equipment problems during any phase of the setup process, player must alert and notify an LGL official immediately.

Technical Support. LGL officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

Timeliness of Match Start. It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of LGL officials. Penalties for tardiness may be assessed at the discretion of the LGL.

Acknowledgement of Pre-Match Testing. No fewer than five minutes before the match is scheduled to begin, an LGL official will confirm with each player that their setup is complete.

Player Ready State. Once all ten players in a match have confirmed completion of setup, players may not alter their rune pages or enter a warm-up game.

Game Lobby Creation. LGL officials will decide how the official game lobby will be created. Players will be directed by LGL officials to join a game lobby as soon as testing has been completed, in the following order of positions: Top, Jungle, Mid, ADC, Support.

8.6 Game Setup

8.6.1 Start of Pick / Ban Process. Once all ten players have reported to the official game lobby, an LGL official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, an LGL official will instruct the room owner to start the game. The teams can be penalized for delaying the start

of the game.

8.6.2 Recording of Pick / Ban Process. Picks/bans will proceed through the client's Tournament Draft feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of LGL officials, the LGL officials will record the official picks/bans and manually abort the game start.

8.6.3 General / Game Settings

8.6.3.1 Map: Summoner's Rift

8.6.3.2 Team Size: 5

8.6.3.3 Allow Spectators: Lobby Only

8.6.3.4 Game Type:

Tournament Draft

8.7 Pick / Ban Phase & Side Selection

Tournament Draft. LGL officials may choose to employ either the Tournament Draft mode feature or a manual draft (e.g., draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with an LGL official.

Restrictions on Gameplay Elements. Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, masteries, or Summoner spells, or for any other reason as determined at the discretion of the LGL.

Side Selection. Teams' sides will be pre-selected during the regular season by LGL as set forth in Section 7.3.1. In the playoffs, the higher- ranked seed will have side selection for odd-numbered games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered games (Games 2 and 4). For example, the higher seed may choose to play game 1 on blue side, but game 3 and 5 on red side and the lower seed may choose to play game 2 on red side and game 4 on blue side. The higher seed will be required to submit their final decision for game 1 by the deadline to submit starting rosters.

Side declaration for best of matches will be decided between games after game 1. Teams with side choice for the respective game (lower seed for game 2 and 4, higher seed for game 3 and 5), will have 2 minutes after the nexus explodes to select their side for the next game. This will be at the same time as the substitution declaration. The coach will inform the referee with the team about their selection.

Draft Mode. Draft mode proceeds in a snake draft format as follows: *Blue Team*=

A;	Red	Team	=	B	Bans:
ABABAB					
Picks:					
ABBAA					
B					
Bans:					
BABA					

Picks:

BAAB

Selection Error. In the event of an erroneously-selected Champion pick or ban, the team in error must notify an LGL official before the other team has locked in their next selection. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is

locked before the team in error gives notice to an LGL official, the erroneous selection shall be deemed irrevocable.

Trading Champions. Teams must complete all champion trades before the 20-second mark during the Trading Phase, or will be subject to a penalty in future games.

Game Start After Pick/Ban. A game will start immediately after the pick/ban process is complete, unless otherwise stated by an LGL official. At this point, LGL officials will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a game during the time between the completion of picks/bans and game launch, also known as “Free Time.”

Controlled Game Start. In the event of an error in game start or a decision by LGL to separate the pick/ban process from game start, an LGL official may start the game in a controlled manner and all players will select Champions in accordance with the previous valid completed pick/ban process.

Slow Client Load. If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a game upon game start, the game must be immediately paused until all ten players are connected to the game.

9. Game Rules

9.1 Definition of Terms

- 9.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.
- 9.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (*i.e.* quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.
- 9.1.3 Server Crash.** All players losing connection to a game due to an issue with a live game server, Tournament Realm platform, or venue internet instability.

9.2 Game of Record

A game of record (“**GOR**”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 9.4). Examples of conditions which establish GOR:

- 9.2.1** Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- 9.2.2** Line-of-sight is established between players on opposing teams.
- 9.2.3** Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- 9.2.4** Game timer reaches two minutes (00:02:00).

9.3 Stoppage of Play

If a player intentionally disconnects without notifying an LGL official or pausing, an LGL official is not required to enforce a stoppage. During any

pause or stoppage, players may not leave the match area unless authorized by an LGL official.

9.3.1 Directed Pause. LGL officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the LGL officials, at any time.

9.3.2 Player Pause. Players may only pause a match immediately following any of the events described below, but must signal an LGL official immediately after the pause and identify the reason. Each team can use the pause for 10 minutes per game without penalties. Prolonging the pause can result in team penalties. Acceptable reasons include:

9.3.2.1 An Unintentional Disconnection

9.3.2.2 A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch)

9.3.2.3 Physical interference with a player (e.g., fan gank or broken chair)

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert an LGL official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the LGL official, but not to exceed a few minutes. If the LGL official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless an LGL official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

9.3.3 Resuming the Game. Players are not permitted to resume the game after a pause. After clearance from an LGL official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will unpause the game.

9.3.4 Unauthorized Pause. If a player pauses or unpauses a game without permission from an LGL official, it will be considered unfair play and penalties will be applied at the discretion of LGL officials.

9.3.5

Player Communication During Stoppage of Play. For the fairness of all competing teams, players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause

extends long enough, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

9.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of LGL officials. Examples are listed below for purposes of illustration only:

- 9.4.1 Restarts Before GOR.** The following are examples of situations in which a game may be restarted if GOR has not been established.
- 9.4.1.1** If a player notices that player's rune, mastery, or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game may be restarted.
 - 9.4.1.2** If an LGL official determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events, such as minion spawn).
- 9.4.2 Restarts After GOR.** The following are examples of situations in which a game may be restarted after GOR has been established.
- 9.4.2.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.
 - 9.4.2.2** If an LGL official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).
- 9.4.3 Restart Protocol.** If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. LGL officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the LGL officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly

attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes s/he has experienced a critical bug, s/he must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If LGL officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, officials will attempt to utilize the Deterministic Disaster Recovery Tool to recover the game. If the tool is able to recover the game, then a point prior to the bug will be selected by the Head Referee. The Head Referee will attempt to find an appropriate "dead ball" state prior to the bug occurring. A "dead ball" state means a point in the game when neither team is heavily engaged on each other, although some minor engagement may still constitute a "dead ball" state. If an appropriate "dead ball" state does not exist, players may still be placed back to a recovered spot prior to the bug occurring.

If the Deterministic Disaster Recovery Tool is not able to recover the game, then the game will immediately be restarted as per the rules established in Section 9.4. An exception to Rule 9.4 is if the restart occurred due to a champion bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

This section is applicable if the pause is directed as per Section 9.3.1 and does not limit the ability of an LGL official to institute a restart.

9.4.4

Controlled Environment. Certain conditions may be preserved in the event of a restart of a game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a match has reached GOR then LGL officials shall not retain any settings.

9.4.5

Player Confirmation of Settings. Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

9.5 Awarded Game Victory

In the event of a technical difficulty which leads LGL officials to declare a restart, the LGL may instead award a game victory to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), LGL officials, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

Gold Differential. The difference in gold between the teams is more than 33%.

Remaining Turret Differential. The difference in the number of remaining turrets between the teams is more than seven (7).

Remaining Inhibitor Differential. The difference in the number of standing inhibitors between the teams is more than two (2).

9.6 Post-Game Process

9.6.1 Results. LGL officials will confirm and record game result.

9.6.2 Tech Notes. Players will identify any tech issues with LGL officials.

9.6.3 Next Game. If all the players are not in their seats, ready for champion select at the time designated to them by the referees, the team can be penalized for delay of game.

9.6.4 Results of Forfeiture. Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 1-0 for best-of-1 matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

9.7 Post-Match Process

9.7.1 Results. LGL officials will confirm and record the match result.

9.7.2 Next Match. Players will be informed of their current standing in the competition, including their next scheduled match.

9.7.3 Post-Match Obligations. Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters. Teams will be required to make available to the media for a minimum of 20 minutes at least one player that started any game that day.

10. Code of Conduct

10.1. Competitive Integrity

- 10.1.1. Teams are expected to play at their best at all times within any ERL Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of ERL Officials. All decisions in regard to violations are at the sole discretion of ERL Officials. Examples below are listed for illustrative purposes only:

10.2. Collusion

- 10.2.1. Collusion is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
 - 10.2.1.1. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
 - 10.2.1.2. Pre-arranging to split prize money and/or any other form of compensation
 - 10.2.1.3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
 - 10.2.1.4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
 - 10.2.1.5. Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

10.3. Hacking

- 10.3.1. Hacking is defined as any modification of the League of Legends game client.

- 10.3.2. The use of any kind of cheating device and/or cheat program, or any similar cheating method.

10.4. Exploiting

- 10.4.1. Exploiting is defined as intentionally using any in-game bug to an advantage. Looking at spectator monitors.
- 10.4.2. Intentional disconnect without a proper and explicitly-stated reason.

10.5. Ringing

- 10.5.1. Ringing is defined as playing using another Player's account or solicitation to do so.

10.6. Other

- 10.6.1. Any other act which violates these rules and/or standards established by the ERL.
- 10.6.2. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.
- 10.6.3. A Team Manager/Member may not use any facilities, services or equipment provided or made available by ERL officials or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.
- 10.6.4. A Team Manager/Member may not use this type of language on social media or during any public-facing events.
- 10.6.5. A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 10.6.6. Abuse of ERL Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

- 10.6.7. No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of ERL Officials. During the Match, communication by a Player on the Starting Line-up shall be limited to the Team Members of the Player's Team.

10.7. Responsibility under Code

- 10.7.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 10.7.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 10.7.3. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 10.7.4. Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 10.7.5. Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the ERL, Riot Games, or its affiliates, or League of Legends as determined in the sole and absolute discretion of the ERL officials.
- 10.7.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the ERL event. This paperwork is necessary for maintaining expectations throughout the ERL. Early announcements can disrupt the competitive scouting a Team would

use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.

- 10.7.7. If the ERL officials or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the League of Legends Terms of Use, or other rules of League of Legends, ERL Officials may assign penalties at their sole discretion. If an ERL Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads an ERL Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 10.7.8. A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 10.7.9. A Team Manager/Member may not disclose any confidential information provided by ERL officials or any affiliate of Riot Games, by any method of communication.
- 10.7.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Head Coach, Team Manager, ERL Official, Riot Games employee, ERL employee or person connected with or employed by another ERL Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or Owner.
- 10.7.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any ERL Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said ERL Team. A Head Coach or Player may not solicit a Team to violate this rule. A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team

Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of ERL Officials. To inquire about the status of a Head Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Head Coach is currently contracted with. The inquiring Team must provide visibility to ERL Officials before being able to discuss the contract with a Player.

- 10.7.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of ERL Officials.
- 10.7.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 10.7.14. Documentation or other reasonable items may be required at various times throughout the ERL event as requested by ERL Officials. If the documentation is not completed to the standards set by ERL officials, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.
- 10.7.15. No Team Manager/Member or ERL Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

10.8. Penalties

- 10.8.1. Any person found to have engaged in or attempted to engage in any act that ERL officials believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the ERL officials.
- 10.8.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the ERL officials may issue the following penalties:
 - 10.8.2.1. Verbal Warning
 - 10.8.2.2. Loss of Side Selection for current or future Game(s)
 - 10.8.2.3. Loss of Ban(s) for Current or Future Game(s)
 - 10.8.2.4. Fine(s) and/or Prize Forfeiture(s)
 - 10.8.2.5. Game and/or Match Forfeiture(s)
 - 10.8.2.6. Suspension(s)

10.8.2.7. Disqualification(s)

- 10.8.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the ERL event. It should be noted that penalties may not always be imposed in a successive manner. ERL officials, in their sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by ERL officials. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which League of Legends' professional competition is taking place.
- 10.8.4. Infractions will be governed by the Global Penalty Index for major infractions.

11. Spirit of the Rules

11.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the LGL, and penalties for misconduct, lie solely with LGL, the decisions of which are final. LGL decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11.2 Rule Changes

These Rules may be amended, modified or supplemented by LGL, from time to time, in order to ensure fair play and the integrity of LGL.

11.3 Best Interests of the LGL

LGL officials at all times may act with the necessary authority to preserve the best interests of the LGL. This power is not constrained by the lack of any specific language in this document. LGL officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the LGL.

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